Death

When you reach negative your winded value, choose a **death move**:

Blaze of Glory: You choose to go out in a blaze of glory. You gain 10 heroic resource and can take a turn immediately. You gain a double edge on all rolls, and damage taken does not cause you to die until the end of your turn.

Gamble with Death: You attempt to bargain with death for just a little bit more time. Roll a save. On a success, you gain Stamina equal to twice your Recovery value and 3 Heroic Resource. On a failure, you die.

Down But Not Out: Sometimes it's just not a great time to die. You can choose to go down and out of the fight, but survive. When you do so, the Director gains 5 Malice, and you roll on the Wounds table. Describe how the wound changes your appearance and answer the italicized question. You may complete a 240 point Downtime Project (which may require Prerequisite Items or Project Sources, as determined by the GM) to heal the mechanical effects of the wound, but you will always bear the aesthetic reminder of your brush with death

If you die, you may reroll a new character of the same level

d10	Wound	Effect
1	Hobbled	-2 speed *What time from your past where you failed to act in time does this remind you of?*
2	One-eyed	-2 range on abilities requiring sight *What unwelcomed truth do you now understand?*
3	Frail	Damage Weakness 2 *Who would be disappointed in you right now?*
4	Feeble	Rolled damage you deal is reduced by 2 *What new phobia have you developed?*
5	Disheartened	Your maximum Stamina is reduced by 5 plus your Level *What goal are you on the verge of giving up?*
6	Burdened	Choose an ability that costs Heroic Resources. It costs 1 more to cast. If you swap this ability with any other by any means, the new ability gains this effect *What responsibility or commitment are you avoiding?*
7	Concussed	Gain the “Amnesia” complication *What important thing have you forgotten?*
8	Traumatized	Gain the “Curse of Caution” complication *What new tick or compulsive behavior do you now exhibit?*
9	Dealt with the Devil	Gain either the “Infernal Contract” or “Infernal Contract But Like Bad” Complication *What unsavory request has your new patron made of you?*
10	Walking Dead	You lose your current Ancestry and return as a Revenant. *What is the unfinished business which anchors your soul to this realm?*